NUS-NNBE-USA

INSTRUCTION BOOKLET

Kobe Bryant in NBA COURTSIDE

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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Thank you for selecting the Kobe Bryant in NBA Courtside Game Pak for your Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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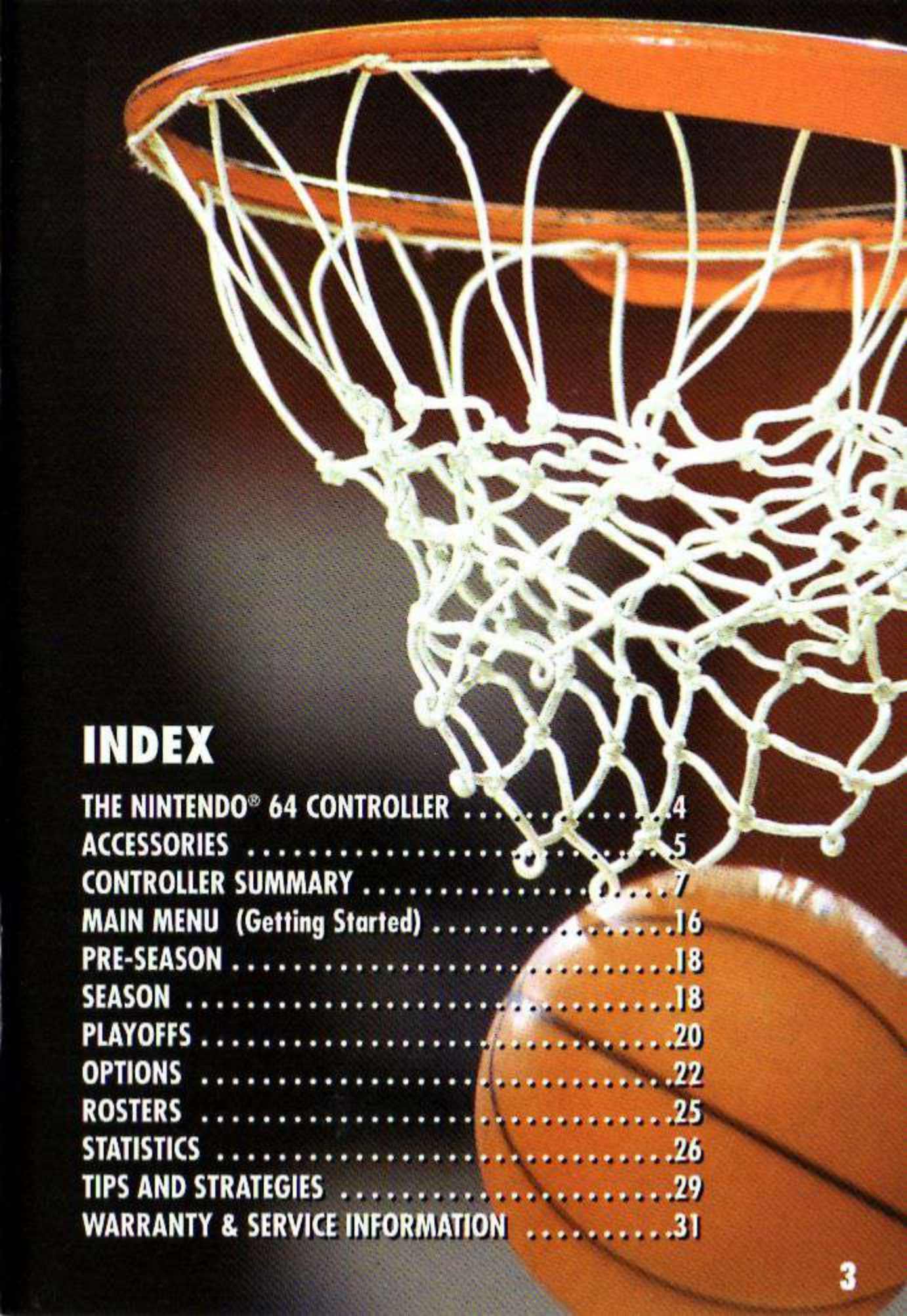
NBA Team Rosters accurate as of 2/19/98. All NBA Photos and NBA Video used in this product are from the 1997-1998 NBA Season.



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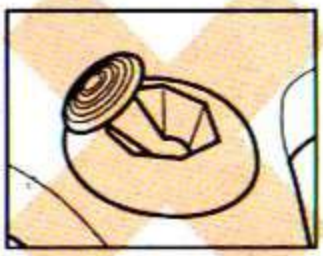
THE NINTENDO® 64 CONTROLLER

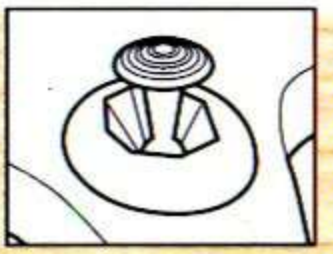
Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional ✚ Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



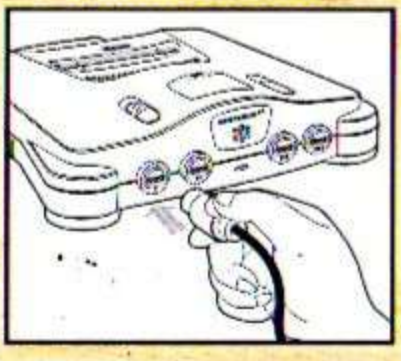
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument - make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

Holding the Nintendo 64 Controller

While playing the Kobe Bryant in NBA Courtside game, we recommend you use the hand positions shown at the left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo 64 Controller



Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

You must use two, three or four controllers in order to play the 2-, 3- or 4-Player game modes.

ACCESSORIES

N64 CONTROLLER PAK™

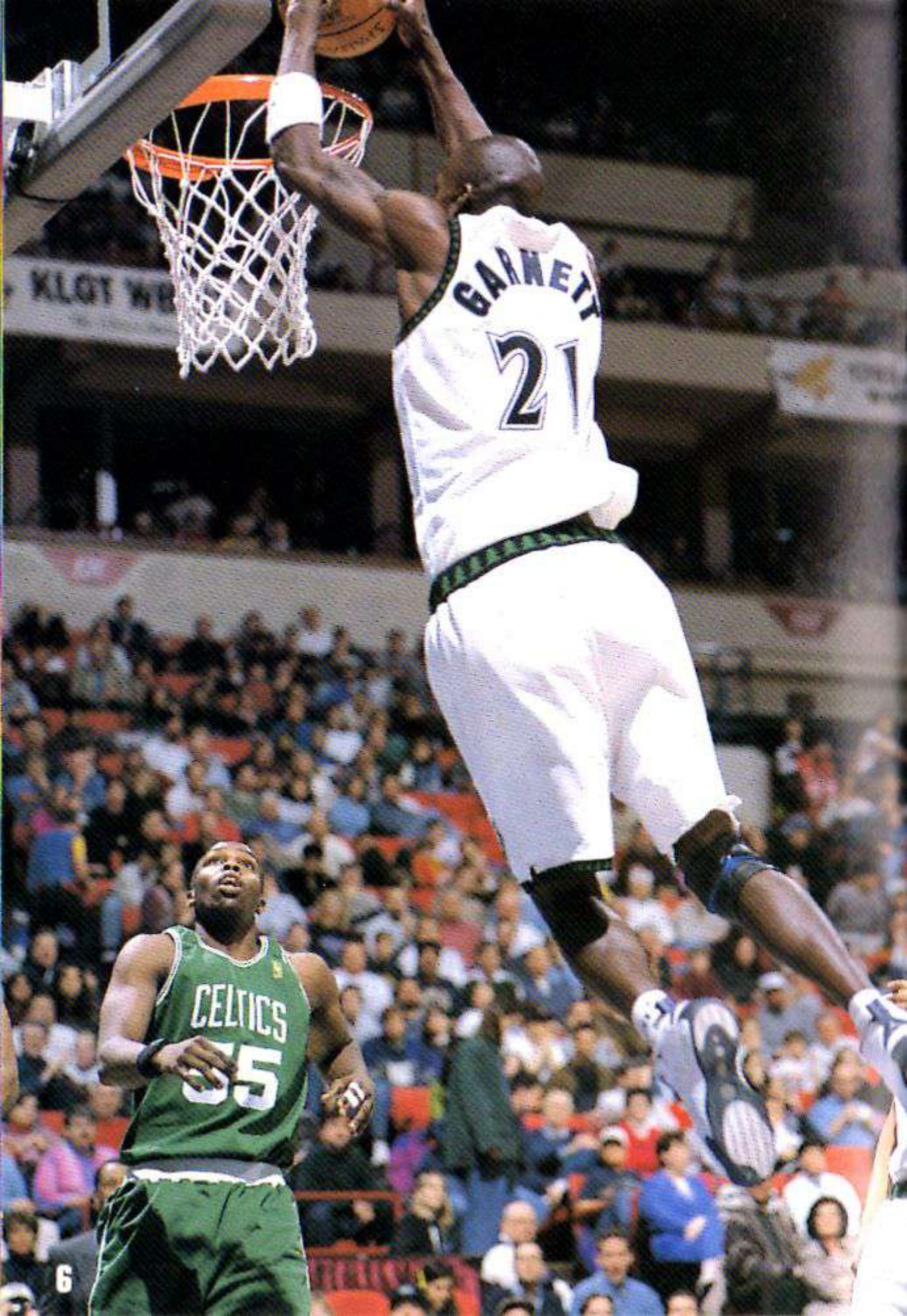
After correctly installing an N64 Controller Pak, slide the POWER switch to the ON position. Press START on the Title screen to access Save Options. Use the Control Stick to select saving information to either the Game Pak or N64 Controller Pak and press the A Button to confirm.

If you are saving information to the N64 Controller Pak, and you need to delete any unwanted data, press the B Button on the Save Options screen. Select the data you wish to delete, then press the A Button. Remember, once saved data is deleted, it cannot be restored!

RUMBLE PAK™

The Kobe Bryant in NBA Courtside game is compatible with the Rumble Pak accessory. Before using it, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is OFF when inserting the Rumble Pak accessory.

On the Save Options screen, it is possible to insert the Rumble Pak accessory with the power ON. If you are swapping between the N64 Controller Pak and Rumble Pak accessories, do so ONLY on this screen. Swapping accessories at any other time with the power ON may cause your Game Pak to lose saved data.


GARNETT
21
CELTICS
55

CONTROLLER SUMMARY

GENERAL

MOVING PLAYERS

The player you control is identified with a large arrow. Depending on the amount of pressure you apply to the Control Stick, your player will respond differently; press a little to walk, a little more to jog and all the way to run.

JUMP BALL

Press the B Button when the ball is in the air.

TURBO

Press the Z Button for a burst of speed. The bar at the top of the screen shows you how much energy remains for the player. The Energy bar will regenerate when you're not using it.

PAUSE

Press START to pause the game and access the in-game menus (see page 26). Press START again to resume the game.

OFFENSE

INBOUND PASS

Use the Control Stick to move the player cursor (four small arrows) to the player to whom you wish to pass and press the A Button. You can also use the Position Pass method.

NORMAL PASS

Use the Control Stick to move the player cursor (four small arrows) to the player to whom you wish to pass and press the A Button.

POSITION PASS

Press the R and Z Button simultaneously to activate the passing icons. Each player has an assigned icon. Press the button that corresponds with the player to whom you wish to pass.

PICK UP DRIBBLE

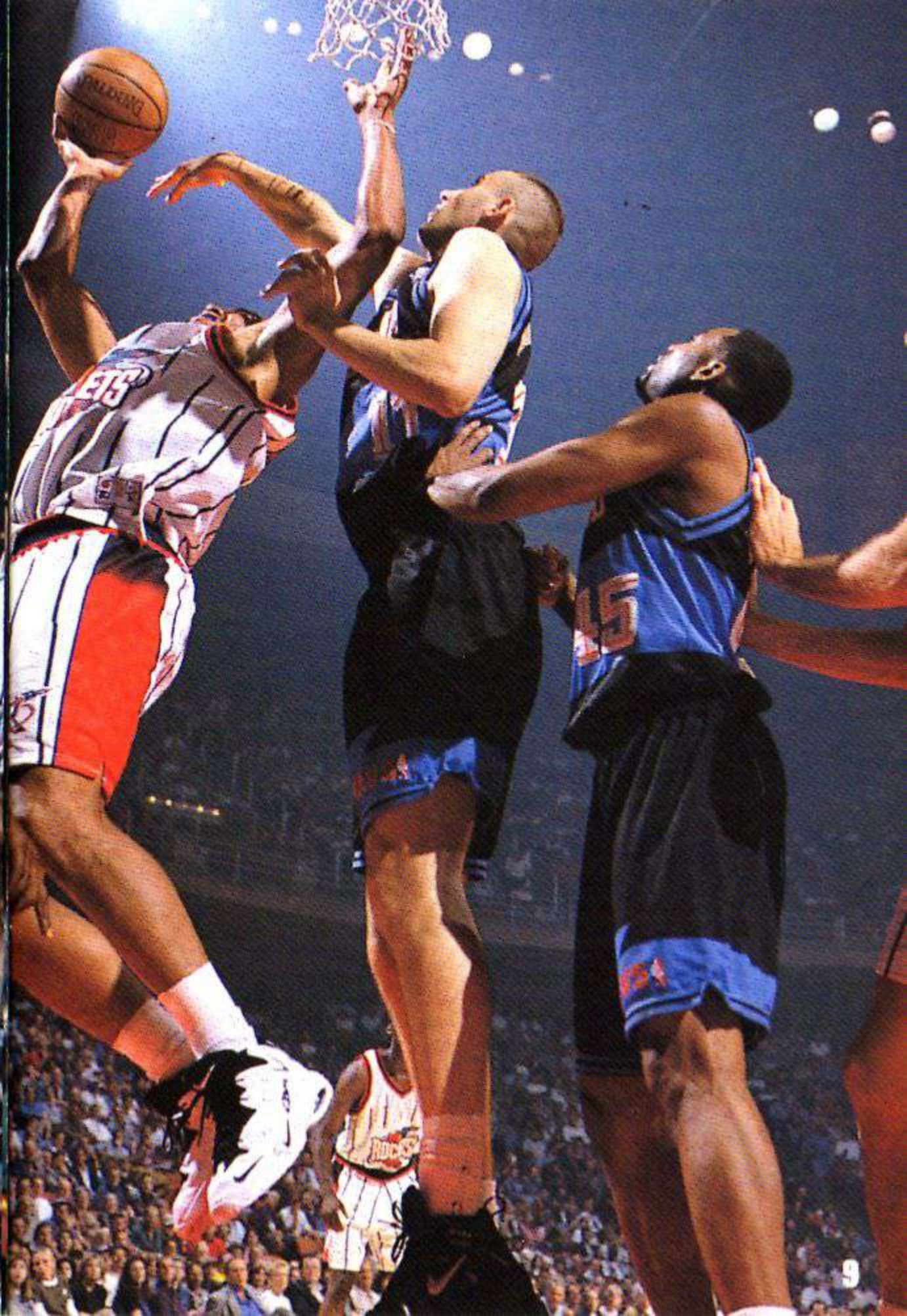
Tap the B Button to pick up the dribble.

SHOOTING

Hold the B Button down to jump; release it to shoot. Releasing the button at the height of your jump increases your chances of making the shot.

DUNKING/LAY-UPS/FINGER ROLLS

Dunks, lay-ups and finger rolls are performed by heading towards the hoop and pressing the B Button (shoot). Dunk type, lay-up type or finger roll type is based on your player's rating, momentum and location.



POST MOVES

To perform a post move, position the ball hander in the key. Hold the R Button for the PROTECTION DRIBBLE and press the B Button to shoot. Each player will favor a certain post move, but will have more than one.

PUMP FAKE

Tap the B Button to fake a shot and fool your opponent.

PIVOT

When your player stops dribbling after a pump fake, use the Control Stick to pivot.

PROTECTION DRIBBLE

Hold the R Button to back into an opponent with the ball protected.

QUICK ROLL TO HOOP

Hold the R Button to perform the PROTECTION DRIBBLE and back down a defender (make contact). Hold the Control Stick towards the hoop and release the R Button to perform a Quick Roll off the defender to the hoop. Your success rate is based on your player's dribbling ability and the defender's defensive ability.

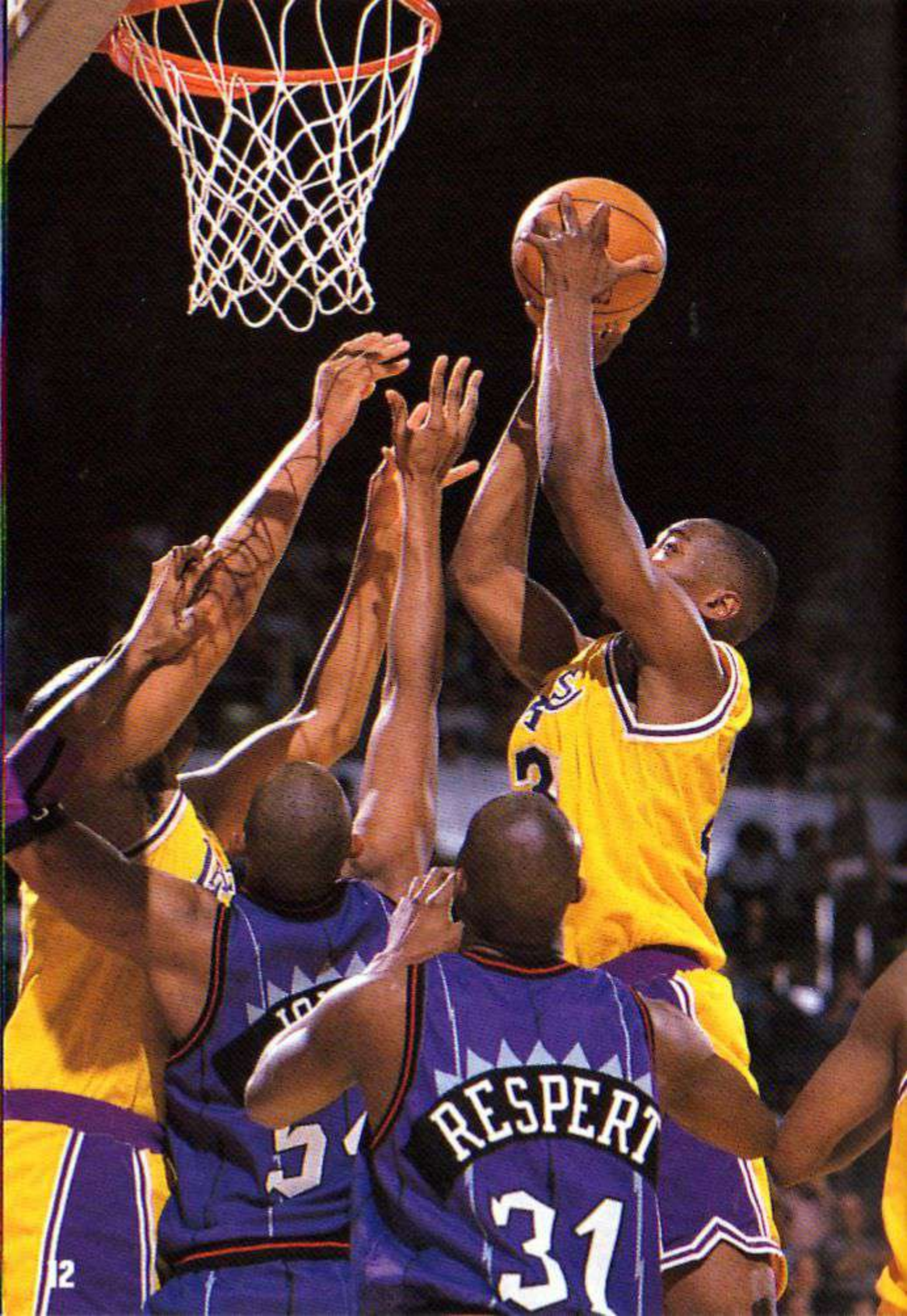
SPECIAL MOVES

Press the C ◄ Button when your player is stationary to perform a first step move. Press the button when your player is moving to perform a special dribble. You are limited by the Energy Bar to the number of Special Moves you can perform consecutively.

POST PASS/ALLEY OOP

Press the C ▲ Button to pass the ball to the player closest to the hoop. If that player has a free lane to the hoop, an Alley Oop will be executed.

Magic
45
42
BUCK
40


RESPERT
31

SET PICK

Press the C ► Button to have one of your teammates block an opponent on one side and hopefully open up a lane to the hoop. Use this technique without the ball (multi-player) and you'll set a pick yourself.

HAND SWITCH

Press the C ▼ Button while moving to switch the ball to your other hand. If you perform this move repeatedly, you may lose the ball.

SPIN DRIBBLE

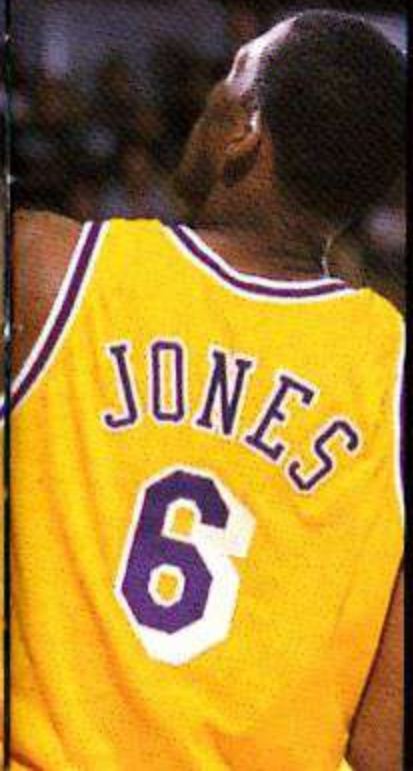
Quickly tap the R Button to perform a spin move.

CROSSOVER DRIBBLE

Press the C ▼ Button while stationary to move the ball between your legs to your other hand.

+ CONTROL PAD

Use the Control Pad to choose your offensive set. The default offensive set is automatic, but you can customize your sets on the "Offensive Set" screen.



DEFENSE

JUMPING

Jumping lessens a shooter's accuracy and sets up blocking attempts (see Blocking Shots). Press the B Button to jump.

REBOUNDING

Rebounding effectively will give you more opportunities to score. Press the B Button to rebound.

BLOCKING SHOTS

Use the B Button to block shots. Hold the button down to jump and release it to increase your chances of blocking. Releasing the button at the same time the shooter releases the ball increases your chances of blocking the shot.

STEALING

Press the A Button when energy is available to attempt a steal. You are limited to the number of steal attempts you can perform consecutively by the Energy Bar.

DEFENSIVE SHUFFLE

Hold the R Button to perform the DEFENSIVE SHUFFLE. This will orientate the defender to the ball handler for better defensive positioning and coverage. Backpedaling is performed by pressing the Control Stick away

from the ball handler at its maximum distance, or by using turbo when shuffling. Shuffling will help you focus your steal attempts and decrease your chances of committing a foul.

INTENTIONAL FOUL

To commit an Intentional Foul, press the C ► Button. You run the risk of getting called for a flagrant foul, so be careful.

CLOSEST TO THE HOOP

To switch to the player closest to the hoop, press the C ▲ Button. This will help you set up for rebounds.

CLOSEST TO THE BALL

To switch to the player closest to the ball, press the C ▼ Button.

BOX OUT

Hold the C ◄ Button to better position your player between your opponent and the hoop.

FREE THROWS

Press the B Button to start the free throw animation. Immediately after the B Button is pressed, a hoop will appear on either the left or right side of the backboard. The hoop must be lined up with the real hoop on the backboard before the shot is automatically released. This is done by using the Control Stick to control the hoop. It will be harder to line-up the hoop for poorer free throw shooters and the area they can be off with the hoop alignment will be smaller. This does take some practice, but it can make for an exciting end game stretch.

MAIN MENU

GETTING STARTED

Correctly insert the Kobe Bryant in NBA Courtside Game Pak into your Nintendo 64 system and move the POWER switch to the ON position. When the Title screen appears, press START to access the Main Menu screen.

Select one of the six options at the Main Menu screen. Use the Control Stick or ✚ Control Pad to highlight the menu options, and press START or the A Button to go to the next screen. Press the B Button to return to the previous screen. If needed, you can bring up a help menu for the menu screens by pressing the R Button. On statistic screens, the ▲ and ▼ C Buttons normally toggle through stat categories, while the ◄ and ► C buttons toggle between current season stats, previous NBA stats and player ratings.

PRE-SEASON

Play a single game against an opponent!

SEASON

Play a complete or reduced NBA season!

PLAYOFFS

Duplicate the 1997 NBA Playoffs or create a custom one!

OPTIONS

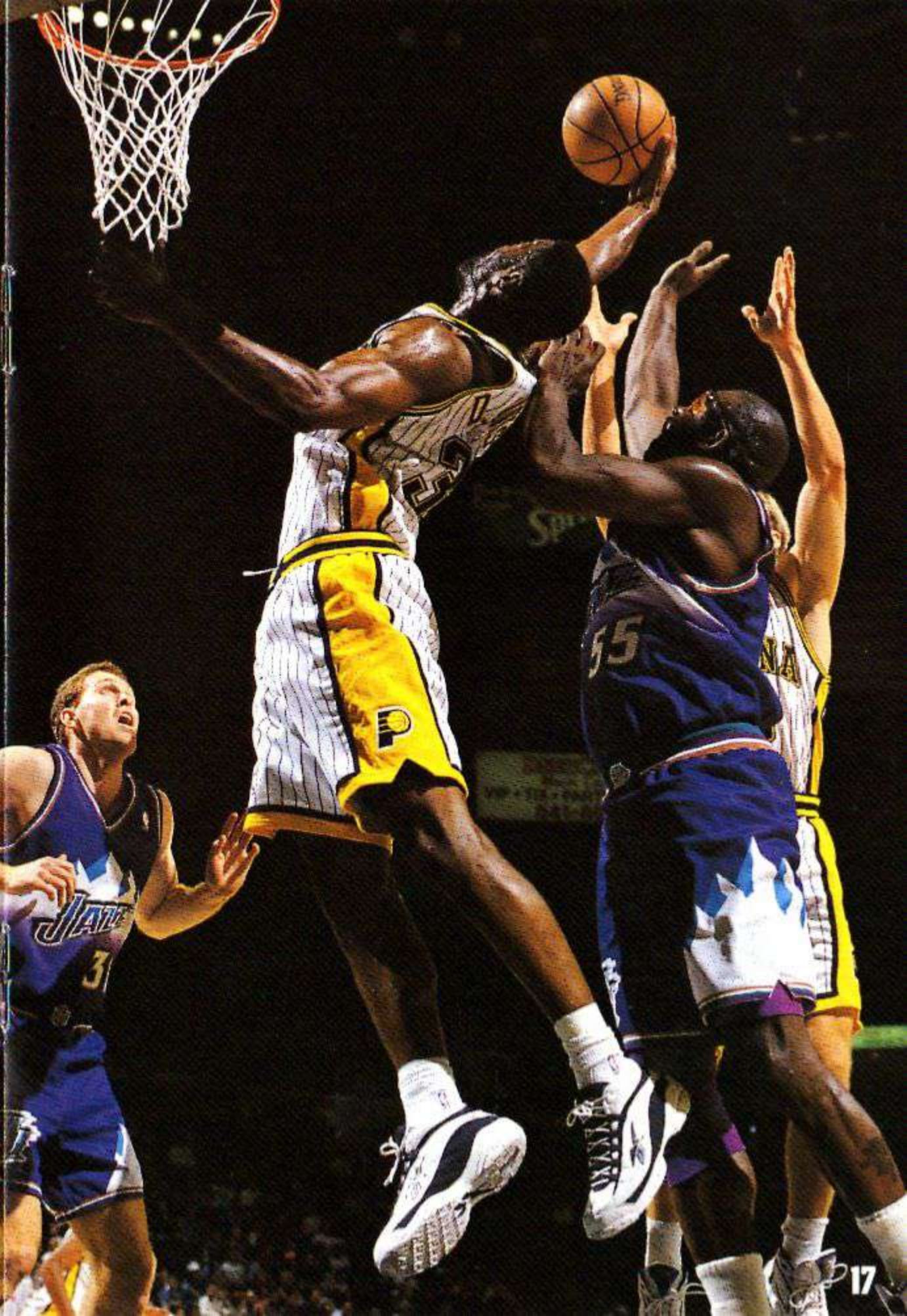
Adjust the Options to customize the game rules!

ROSTER

Modify the NBA rosters!

STATISTICS

Check standings, team and player statistics and league leaders!


Jazz
3
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PRE-SEASON

Select the two opponents on the Team Select screen.

To view scoring, rebounding, control, defensive and overall rankings for a team, press the Z Button.

Select the player control by moving your controller icon below the logo of the team you want to control. If there are no controller icons below a team's logo, that team will be controlled by the CPU. Up to four players may play in a pre-season game.

You can edit a team's roster by selecting EDIT ROSTER at the bottom of the screen (see ROSTER on page 25).

View the team match up. The final screen before the tip-off compares the selected teams. Move the Control Stick ⬅ and ➡ to toggle through players.

SEASON

NEW SEASON

Adjust the Season and Game Options.

Select the team or teams you wish to control. Press the A Button to toggle a team between CPU and USER.

To view scoring, rebounding, control, defensive and overall rankings for a team, press the Z Button. Press START to continue.

Select a game to play or simulate. Use the Control Stick to adjust the team schedule and/or date. Select SIMULATE if you want the CPU to calculate the outcome of the game. Select PLAY if you wish to participate in the game. Select VIEW STATS to

review various season statistics (see STATISTICS on page 26). Games will automatically be saved after each PLAY game is completed.

After selecting PLAY, move your controller icon below the logo of the team you want to control. If there are no controller icons below a team's logo, that team will be controlled by the CPU. Up to four players may play in a season game.

You can edit a team's roster by selecting EDIT ROSTER at the bottom of the screen (see ROSTER on page 25 for more information).

View the team match up. The final screen before the tip-off compares the selected teams.

CONTINUE SEASON

This allows you to resume a season that has been saved either to the Game Pak or Controller Pak. Select a game to play or simulate. Use the Control Stick to adjust the team schedule and/or date. Select SIMULATE if you want the CPU to calculate the outcome of the game. Select PLAY if you wish to participate in the game. Select VIEW STATS to review various season statistics (see STATISTICS on page 26).

After selecting PLAY, move your controller icon below the logo of the team you want to control. If there are no controller icons below a team's logo, that team will be controlled by the CPU. Up to four players may play in a season game.

You can edit a team's roster by selecting EDIT ROSTER at the bottom of the screen (see ROSTER on page 25). View the team match up. The final screen before the tip-off compares the selected teams.

PLAYOFFS

There are three Playoffs options:

- New Playoffs
- Adjust the Playoff and Game Options.
- Select a game to play from the playoff tree.

Select the team or teams you wish to control. Press the A Button to toggle a team between CPU and USER.

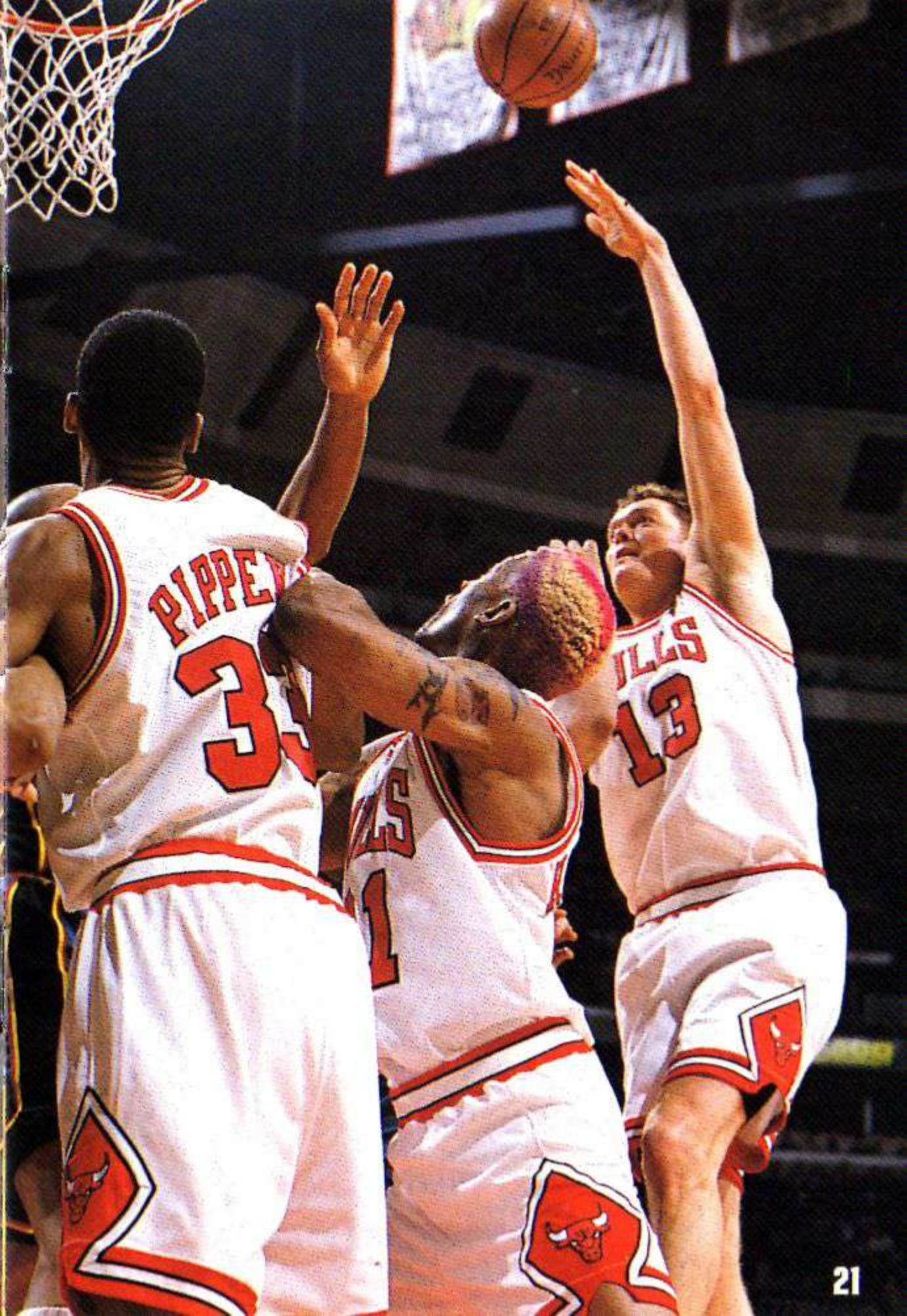
To view scoring, rebounding, control, defensive and overall rankings for a team, press the Z Button. Press START to continue.

Select a game to play or simulate. Select SIMULATE if you want the CPU to calculate the outcome of the game. Select PLAY if you wish to participate in the game. Select VIEW STATS to review various season statistics (see STATISTICS on page 26).

After selecting PLAY, move your controller icon below the logo of the team you want to control. If there are no controller icons below a team's logo, that team will be controlled by the CPU. Up to four players may play.

You can edit a team's roster by selecting EDIT ROSTER at the bottom of the screen (see ROSTER on page 25 for more information).

View the team match up. The final screen before the tip-off compares the selected teams.


PIPPEN
33
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OPTIONS

CONTINUE PLAYOFFS

This allows you to resume playoffs that have been saved either to the Game Pak or Controller Pak. Select a game to play or simulate. Use the Control Stick to adjust the team schedule and/or date. Select SIMULATE if you want the CPU to calculate the outcome of the game. Select PLAY if you wish to participate in the game. Select VIEW STATS to review various season statistics (see STATISTICS on page 26).

After selecting PLAY, move your controller icon below the logo of the team you want to control. If there are no controller icons below a team's logo, that team will be controlled by the CPU. Up to four players may play.

You can edit a team's roster by selecting EDIT ROSTER at the bottom of the screen (see ROSTER on page 25 for more information).

View the team match up. The final screen before the tip-off compares the selected teams.

QUARTER LENGTH

Select from 3-, 6-, 9- or 12-minute quarters. When choosing your quarter length in Season or Playoffs modes, it will be saved and locked. Simulated games will be calculated based on the number of minutes you have selected.

DIFFICULTY

Select from Rookie, Pro or All-Star. We suggest Rookie level for beginners. Of course, for experts the maximum challenge is the All-Star level with one of the lower ranked teams.

DEFENSIVE FOULS

This option controls the level at which the CPU calls defensive fouls. Select Off, Low, Medium or High.

OFFENSIVE FOULS

This option controls the level at which the CPU calls offensive fouls. Select Off, Low, Medium or High.

FOUL OUTS

If a player commits the set number of fouls, he will be barred from the rest of the game. Tern this option to On or Off.

OUT-OF-BOUNDS
If a player or ball touches the court boundary, the ball is out-of-bounds and possession is given to the other team. Turn this option On or Off.

BACKCOURT
If a player or ball touches the front-court and then returns to the back-court, it is a backcourt violation, and possession goes to the other team. Turn this option On or Off.

TRAVELING
Turn this option On or Off.

ILLEGAL DEFENSE
Turn this option On or Off.

GOALTENDING
If a defender interferes with a shot that is descending to the hoop, it is considered goaltending and the basket counts. Turn this option On or Off.

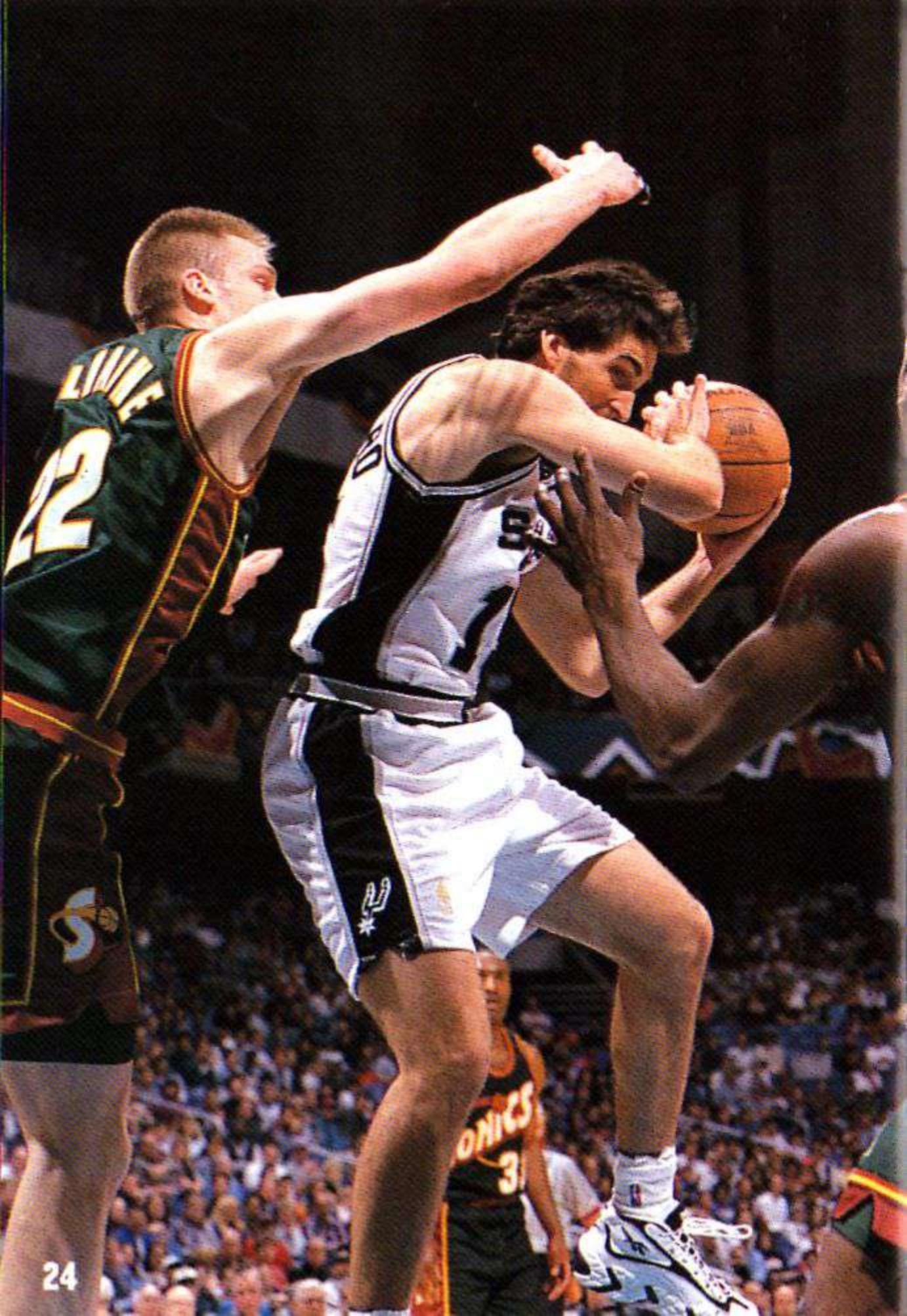
3 IN THE KEY
A player shall not remain for three seconds in the key while the ball is in control of the player's team in the front court. Possession goes to the other team. Turn this option On or Off.

5 SECOND VIOLATION
If the team that has possession does not inbound the ball within five seconds, then possession changes to other team.

10 SECOND VIOLATION
If the team that has possession does not cross halfcourt (into front court) within ten seconds, then possession changes to other team.

SHOT CLOCK VIOLATION
The team that has possession must have the ball touch the rim within 24 seconds, otherwise, possession changes to other team.

FATIGUE
Players will grow tired as they actively play in a game. Turn this option On or Off.


LIVIE
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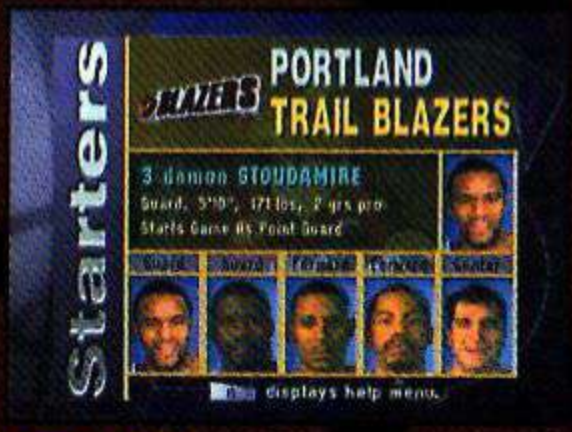
ROSTERS



STARTERS

View starting players and set starting line-ups for all of the teams.

TRADES

Select players to switch teams.

EDIT PLAYER

Create a custom player. Save up to twenty of them.

RESET ROSTERS

Reset the rosters to the default setting. Resetting the rosters will erase your custom roster permanently.

STATISTICS

Check standings, team and player statistics and league leaders for the current season.

PLAYER STATISTICS

Press ⬆ or ⬇ on the Control Stick to toggle between players and teams. Press ⬅ to highlight the desired team. Select the desired team and press the A Button. Use the C ◀ and C ▶ Buttons to toggle between 1997 NBA default and current season stats.

LEAGUE LEADERS

Move the Control Stick ⬅ or ➡ to view the different categories (points, rebounds, etc.). Moving the Control Stick ⬆ and ⬇ cycles through the top players for the selected category.

TEAM STATISTICS

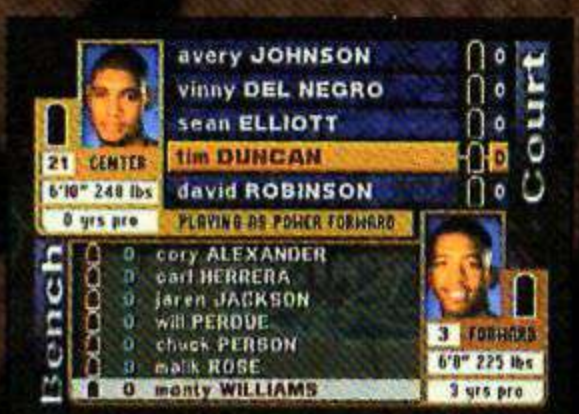
Select the desired team, then press ⬆ or ⬇ on the Control Stick to view the different categories.

STANDINGS

Check the standings for all four divisions. Use the Control Stick to cycle through each division.

PAUSE SCREEN

Call Time Out (to/#s left)
Substitutions
Instant Replay
Control Options
Game Options
Preferences
Team Settings
Offensive Sets
Team Statistics
Player Statistics
Quit Game



SUBSTITUTIONS

This allows you to bring in a player from the bench. The meter on the left of this screen indicates each individual player's fatigue level.

INSTANT REPLAY

This allows you to replay any in-game sequence. Press the R Button to bring up the instant replay panel.

CONTROL OPTIONS

This allows you to change control of teams or let new players join in.

GAME OPTIONS

See page 22 for details.

TEAM SETTINGS

Allows you to customize team settings including substitution, defensive assignment (who each team member should cover on defense), fronting (getting in front to deny the pass), double teaming, etc.

OFFENSIVE SETS

Use this to customize your offensive sets and allocate them to the four directions on the ✚ Control Pad.

TEAM STATISTICS

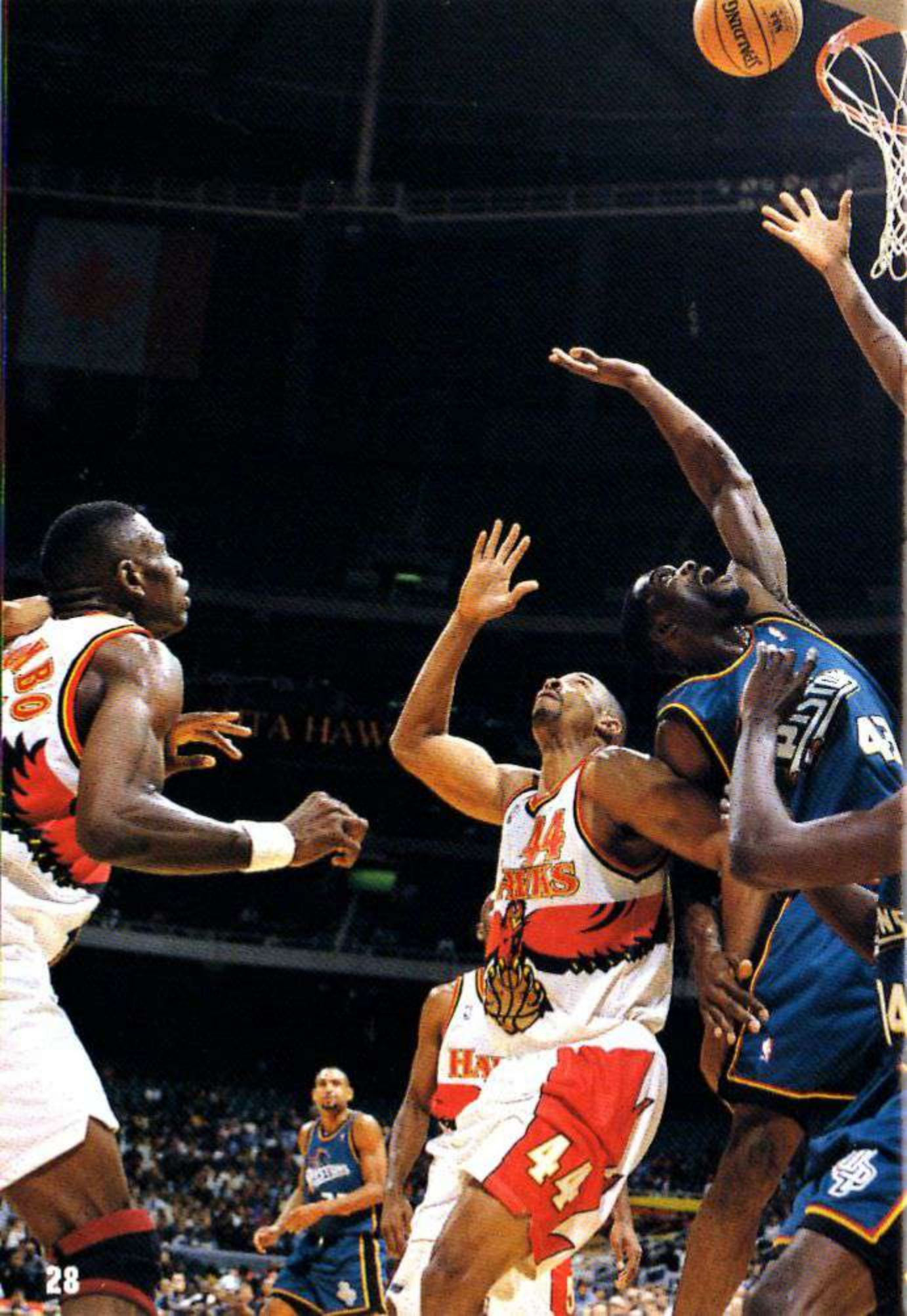
View team statistics.

PREFERENCES

This screen allows you to set the following;

Announcer Voice Level
Sound Fx Level
Mono or Stereo
Special Cameras: (Replays, In-Game, Off)

Player Indicator	(on/off)
Passing Indicator	(on/off)
Rebound Indicator	(on/off)
Energy Indicator	(on/off)
Score and Clock Display	(on/updates)
Statistical Updates	(on/off)


SPALDING
44
HAWKS

TIPS & STRATEGIES

- Some players will not be able to perform certain dunks or possibly none at all. Experiment with each player to discover his abilities.
- When calling for a pick, the player calling it will raise his arm. It is a good strategy to attempt to steal during this time.
- Hold the Left Button while using the ✚ CONTROL PAD to call your secondary set of offensive sets on the fly.
- The hand switch can help avoid steals. However, if it is overused it may also cause the dribbler to lose the ball.
- The DEFENSIVE SHUFFLE orientates the defender to the ball handler for better position. In the DEFENSIVE SHUFFLE your movement will be slower. However, your steal attempts will be more focused and you may make the ballhandler pick up his dribble.
- Jumping at the shooter (and getting close to him) will dramatically lower his shot percentage. It is obviously best to play tight defense, but it is equally important to work the ball to the open man for a clear shot.
- Be sure to watch the Energy Meter. This drains when you use turbo speed, attempt to steal and perform a special dribble. If it gets too low, you will not be able to perform these functions.
- There are some hidden things!

IMPORTANT:

REV - B

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WARRANTY AND SERVICE INFORMATION: REV - J

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GAME PAK & ACCESSORY WARRANTY

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